Chapter 3

Getting Started

Introduction

A VT100 can be used to add and edit objects and to browse an N30 database. Project Builder software provides an easier way to create, define, and edit N30 databases offline. This chapter explains the VT100 interface to the N30 and describes tasks performed in using an N30. Notes on using Project Builder to perform these tasks are included where appropriate. This chapter describes how to:

- log on to an N30
- check the firmware version level of an N30
- set the date and time
- edit the attributes of an N30
- browse an N30 database with a VT100
- add objects with a VT100
- edit objects with a VT100
- command objects
- display a summary
- print a summary
- change an Internet Protocol (IP) address
- rebind a site
- change device names
- archive the current database

Note: Tasks such as adding or commanding objects are described generically. For details on specific objects, see the relevant chapter in the *N30 User's Manual* or in the *Object Dictionary*. For information about using Project Builder software, see the *Project Builder User's Guide*.

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Key Concepts

N30 Task Overview

Figure 3-1 is a flowchart of tasks to get started with your N30 system using the VT100, and in the case of setting up the N30 site, Project Builder software. Other documents are referenced where required. For information about generating N30 databases using Project Builder, refer to the *N30 Supervisory Controller Quick Start Technical Bulletin (LIT-6891200)*.

Note: We recommend generating databases using Project Builder software. Project Builder supports copy, paste, and mass copy and can save you a substantial amount of time. Project Builder also saves a database file outside of the N30.

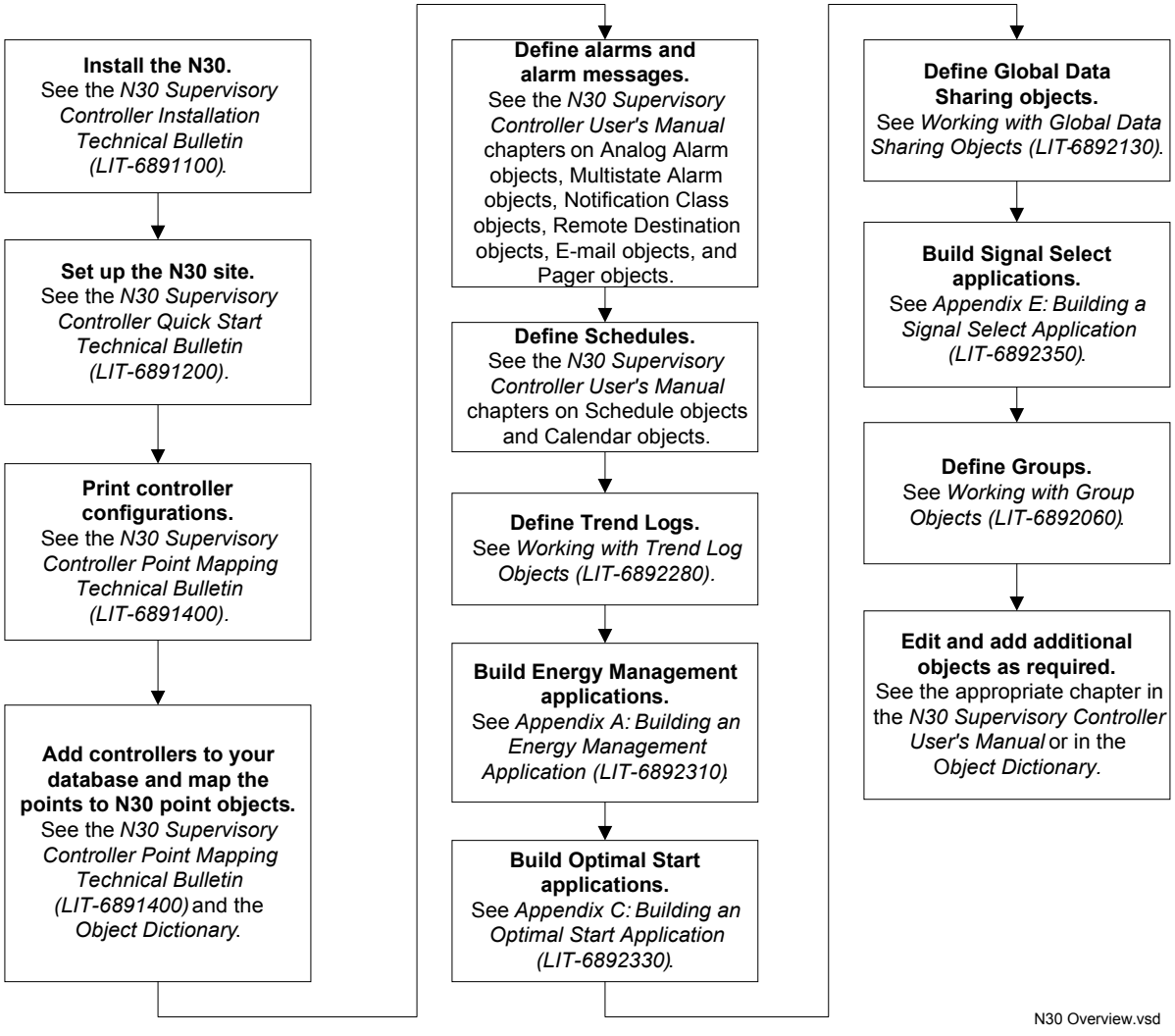
Install the N30.
See the N30 Supervisory Controller Installation Technical Bulletin (LIT-6891100).
Set up the N30 site.
See the N30 Supervisory Controller Quick Start Technical Bulletin (LIT-6891200).
Print controller configurations.
See the N30 Supervisory Controller Point Mapping Technical Bulletin (LIT-6891400).
Add controllers to your database and map the points to N30 point objects.
See the N30 Supervisory Controller Point Mapping Technical Bulletin (LIT-6891400) and the Object Dictionary.
Define alarms and alarm messages.
See the N30 Supervisory Controller User's Manual chapters on Analog Alarm objects, Multistate Alarm objects, Notification Class objects, Remote Destination objects, E-mail objects, and Pager objects.
Define Schedules.
See the N30 Supervisory Controller User's Manual chapters on Schedule objects and Calendar objects.
Define Trend Logs.
See Working with Trend Log Objects (LIT-6892280).
Build Energy Management applications.
See Appendix A: Building an Energy Management Application (LIT-6892310).
Build Optimal Start applications.
See Appendix C: Building an Optimal Start Application (LIT-6892330).
Define Global Data Sharing objects.
See Working with Global Data Sharing Objects (LIT-6892130).
Build Signal Select applications.
See Appendix E: Building a Signal Select Application (LIT-6892350).
Define Groups.
See Working with Group Objects (LIT-6892060).
Edit and add additional objects as required.
See the appropriate chapter in the N30 Supervisory Controller User's Manual or in the Object Dictionary.
N30 Overview.vsd

Figure 3-1: Getting Started with an N30

Objects

Configurable and reusable features of the N30 that contain both data and a means to act on that data to achieve desired results. They add flexibility to the programming of the N30 by allowing you to add only the objects you need to your database. They are the building blocks of the N30 database. The N30 literature describes the individual objects. The *Object Dictionary* provides a reference to all the current N30 objects.

Object Identifier

A unique number internal to the object that identifies the object in the system. The object identifier (object ID) consists of the object type and instance number defined by BACnet™ codes. For example, the Notification Class object's Object Identifier defaults to 4194001. Use Project Builder to configure the object ID of an object.

Object Type (Class)

Indicates membership in a particular object type class. This is a type of object rather than an object. For example, Belgium could be an object in the object class of Countries. All objects that come from an object class inherit certain attributes of the object class in which they belong.

You can have multiple objects with the same object identifier within a device as long as the objects are from different object classes. For example, two Analog Value objects must have different object IDs, but an Analog Value object and a Binary Value object can have the same object ID because the objects are from different object classes.

Modifying two objects within the same object class to the same object identifier causes the download to fail in Project Builder. Be sure each object within an object class has a unique object identifier.

Object Name

Indicates unique names for an object. Providing an Object Name is optional, but if it is defined, it must be unique throughout the site. If it is not defined, the full reference becomes the identifier. For example, Building1Floor2. The following characters are not allowed:
@ # $ * . , ? : ‘ ’ “ ” [or].

We also recommend that you do **not** use the following characters:
/ \ &.

Container

Holds objects to support the hierarchical organization of objects. The N30 database is arranged through containers. All objects are added to containers. The type of container selected determines the type of objects that can be added to that part of the database. See Table 3-1 for a list of which objects can be added to each container.

A container object can hold a maximum of 75 objects. However, since there are hidden objects in N30s, N30s are limited to 50 child objects. To put more than 50 objects in an N30, use Container objects to organize your objects. Use a maximum of 50 Container objects in one N30.

Group

Contains references to objects. Groups offer a way to personalize the organization of an N30 database. This allows you access to the object from both the designated group and from the container where it was added. Groups are a powerful organizational tool when working with large databases. For more information, see the *Working with Group Objects (LIT-6892060)* chapter.

BACnet Group Object

Provides the user with the ability to customize the organization of objects within the site. The BACnet Group object references any object except another BACnet Group object as long as all members of the group reside in the same device that maintains the BACnet Group object. There is no limit to the number of members in a group and each object member within the group includes one or more of its attributes. Nesting is not allowed. For more information, see the *Working with BACnet Group Objects (LIT-1201217)* chapter.

Flash Memory

Stores configuration data, startup code, boot code, main code, and the archive database. Flash Memory is a type of nonvolatile memory within the N30 device.

Warm Start

Cycling the N30 power off and then on again. In the N30, it is considered a warm start when power is cycled with the battery still installed. Use warm starts as resets for certain functions. For example, after changing the IP address in an N30, you must warm start the device to allow the updates to take effect.

Site Manager

Contains the master Site object. The master Site object is the N30 within a site responsible for the synchronization of global objects, time synchronization, and device status monitoring within the site. There can only be one Site Manager per site.

Rebind Site

Corrects situations where references to offbox objects become unreliable. Rebind Site (formerly Rebind References) is a fail-safe command. Offbox objects are objects that exist in other controllers on the network (not in the local N30). Use the Rebind Site command when you have made major changes to a database and are re-downloading objects to N30s. If all N30s in the database are connected during the download, some N30s can bind to objects that have been moved to other N30s. The Rebind Site command is **not** required when the IP address of an N30 changes because other N30s in the site automatically relocate it within a few minutes. See *Rebinding a Site* in the *Detailed Procedures* section.

The following describes a sample sequence of events requiring the Rebind Site command:

1. Outdoor Air (an N2 Analog Input object on N30-B) is used in an Interlock object in N30-A.
2. N30-A temporarily loses its network connection to N30-B.
3. User moves Outdoor Air from N30-B to N30-C.
4. User reestablishes the network connection to N30-A.
5. User must Rebind Site in order for the Interlock object in N30-A to reestablish its reference to Outdoor Air.

Containers and Objects

You can add objects as they are needed for your facility. The objects available to add depend on the container selected. Table 3-1 lists the objects that can be added to each container.

Table 3-1: Containers/Objects

When This Container is Selected	These Objects Can Be Added:	
Site Name - Top level name on the VT100 screen **Note: All the N30s on this site are listed in this container; it is usually given a localized name during set up of the N30 site.**	Analog Alarm* Multistate Alarm* Event Enrollment*[1] Analog Totalization* Runtime Totalization* Event Totalization* Trend Log* Container Data Broadcast*	
N30 - Name determined by user	All objects that can be added from the site name	
Internals	Site Report Server All objects that can be added from the site name	
Comm	All objects that can be added from the site name	
Applications	All objects that can be added from the site name	
Energy	Optimal Start* Heavy Equip Contr Pulse Meter* Load*	Demand Limit and Load Rolling (DLLR*) Utility Profile* All objects that can be added from the site name
Group	Group* BACnet Group* All objects that can be added from the site name	
N2	Controller All objects that can be added from the site name	
A Controller object within an N2 container	N2 Analog Input (N2 AI) N2 Binary Input (N2BI) N2 Analog Output (N2 AO) N2 Binary Output (N2 BO) N2 Multistate Input (N2 MSI)	N2 Multistate Output (N2 MSO) N2 Pulse Counter (N2 PC) All objects that can be added from the site name
Notifications	Notification* All objects that can be added from the site name	
Continued on next page . . .		

* Detailed procedures for working with these objects are in this manual. For all other objects, refer to the *Object Dictionary* for further information.

1. The Event Enrollment object can be added to all objects using Project Builder.

When This Container is Selected (Cont.)	These Objects Can Be Added:	
Operator Devices	Display* (Project Builder is required to add this object.)	
	E-mail*	
	Modem Config*	
	LAN Remote Dest	
	Pager*	
	Printer*	
	Remote Destination*	
	VT100* (Project Builder is required to add this object.)	
	All objects that can be added from the site name	
Operators	Operator*	
	All objects that can be added from the site name	
Programming	Multiple Command	Multistate Value (MV)
	Interlock*	Analog Value (AV)
	Global Data*	Binary Value (BV)
	Signal Select*	All objects that can be added from the site name
Schedule	Schedule*	
	Calendar*	
	Temporary Occupancy*	
	All objects that can be added from the site name	
Summaries	Summary	
	All objects that can be added from the site name	

* Detailed procedures for working with these objects are in this manual. For all other objects, refer to the *Object Dictionary* for further information.

N30 Screen Layout on VT100 Terminal or VT100 Terminal Emulator

Figure 3-2 shows a typical N30 screen on a VT100 Terminal. The screen shown is the main screen for the site called Brown Deer, after someone has logged on to the N30 device named Dean, with a user name of ADMIN. Table 3-2 describes areas 1 through 4 in Figure 3-2. See *Browsing an N30 Database with a VT100* in this chapter for basic screens available in the N30. See the specific object chapter in this document also.

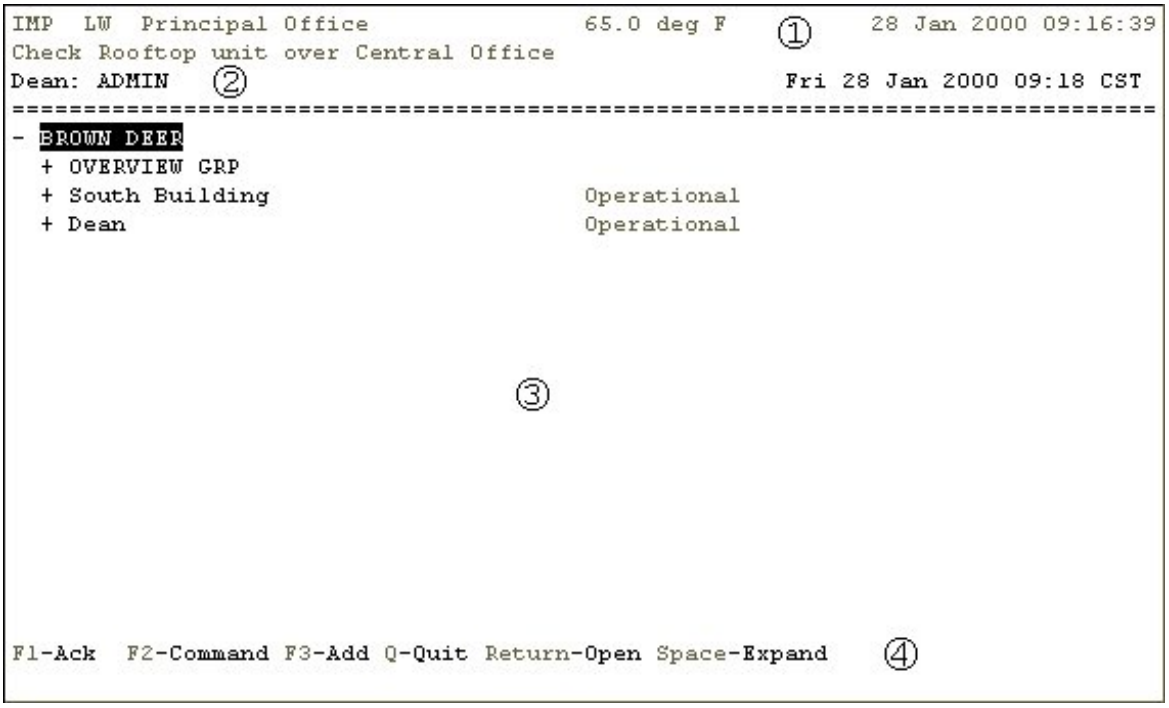
IMP LW Principal Office 65.0 deg F ① 28 Jan 2000 09:16:39
Check Rooftop unit over Central Office
Dean: ADMIN ② Fri 28 Jan 2000 09:18 CST
- BROWN DEER
+ OVERVIEW GRP
+ South Building Operational
+ Dean Operational
③
F1-Ack F2-Command F3-Add Q-Quit Return-Open Space-Expand ④

Figure 3-2: N30 Screen Layout

Table 3-2: N30 Screen Layout Description

Number	Display Area Name	Purpose and Description
1	Alarm Information Note: Refer to *Appendix B: Building an Alarm Application (LIT-6892320)* for more information about SNRs.	Used to view Status Notification Reports (SNRs). Occupies Lines 1 and 2 at the top of the screen. Alarm information displayed in this example includes (from left to right): • alarm priority (IMP). Possible values are SER (Serious), CRIT (Critical), IMP (Important), STAT (Status). • event state being reported (LW). Possible values are HA (High Alarm), LA (Low Alarm), HW (High Warning), LW (Low Warning), and Nor (Normal). • object name in alarm (Principal Office) • value of attribute (65.0 deg F). Assumed attribute is Present Value. • units of attribute (optional) • local date (28 Jan 2000) • local time in 24-hour format (09:16:39) • message text (line 2)
2	Site/User Information	Used to view site/user information. Occupies Line 3 at the top of the screen. Site/user information displayed in this example includes (from left to right): • device object name (Dean) • name of logged-in user (ADMIN) • date and time (Fri 28 Jan 2000 9:18 CST)
3	User Workspace	Used to view site information and to complete most operations. Occupies Lines 4 through 22 in the middle of the screen. In this space, the operator displays and interacts with objects, calls up summaries, and uses the available features to program the site. In this example, Brown Deer is the name of the site, Overview Grp is the name of the Site Group, and South Building and Dean are names the operator gave to the two N30s on this site.
4	User Assistance	Used to view function key options, help messages, and error messages. Occupies Lines 23 and 24 at the bottom of the screen.

Browsing

Browsing with a VT100 is moving within and through the N30 database to view, edit, and command objects. Browsing with Project Builder software is performed offline and therefore commands are not available. For information on browsing an N30 database using an M-Series Workstation, see *M-Explorer User's Guide.*

The User Assistance Line at the bottom of each screen (Number 4 in Figure 3-2) displays the active keys and functions. The active keys and the functions associated with each key change according to where you are in the database. The User Assistance Line also provides instructions for filling in attribute fields. Some basic navigational keys are available but not described, such as the arrow keys for moving the cursor.

Functions Available in the VT100

The same keys are used in an N30 with a VT100 Terminal or a VT100 Terminal Emulator. The functions of some of the keys are context-sensitive. For example, the F3 key can add, edit, or save changes to an object, depending on when it is used. The available keys and their functions at that time appear on the User Assistance Line at the bottom of the screen. See Table 3-3 for descriptions of the keys.

Table 3-3: Functions Available in N30 from VT100

Function Key	Function	Context	Purpose
] or [	Page	There is more data than can fit on one screen.	Displays all available screens.
Arrow Keys	Move cursor or highlight fields	Available on any screen where the cursor can move.	Moves the cursor or highlight box to an object, attribute, or field.
Delete	Delete	An object is open or an empty container is open.	Deletes the selected object.
F1	Ack	An alarm is displayed at the top of the screen.	Acknowledges alarms that appear at the top of the screen.
F2	Command	An object is selected.	Allows you to select and carry out an action on the selected object.
	Del (Delete) Item	An attribute that can have items deleted from it is open.	Deletes an item from an attribute, such as an item from an Input List.
F3	Add	A container or an object that can have items added to it is selected.	Opens the Add Object screen. However, the function varies with the object or container that is highlighted when this key is pressed.
	Edit	An editable object is open.	Displays the objects attribute screen.
	Save	An editable object is open and changes have been made to it.	Saves changes to the memory database (RAM). The memory database is archived in Flash memory once a day after midnight.
	Add Item	An attribute that can have items added to it is open.	Adds a blank entry for an item to be added to an attribute, such as an item for an Input List.
F4	Back	An attribute that can have items added to or deleted from it is open.	Displays the previous screen.
	Cancel	An object, container, or attribute screen is open.	Cancels the current action and/or displays the previous screen.
Q	Quit	N30 main screen displays	Logs the user off the N30.

Continued on next page . . .

Function Key	Function	Context	Purpose
Return (Enter)	Execute	An object has its command line open and a command selected.	Carries out (executes) the displayed command.
	Open	An object, container, or device is selected.	Opens the selected (highlighted) object.
	Select	An add object screen is open with an object highlighted.	Opens the attribute screen to create a new object of the highlighted type.
Spacebar	Expand/ Collapse	An object with a plus (+) or minus (-) next to it is highlighted.	Expands a container, device, group, or object that has a plus (+) sign beside it; collapses a container that has a minus (-) sign beside it.
Spacebar (forward) and Backspace key (backward)	Cycle	A field with multiple predefined options is selected, for example, commanding an object.	When available, allows you to cycle through the available options for the selected attribute.
Tab	Confirm Delete	An object has been deleted.	Confirms the Delete operation.
	Move to next field	An object is being edited.	Moves the highlight box to highlight an attribute.

Detailed Procedures

The following procedures assume the N30 is already set up properly. If using a direct serial port connection from the Personal Computer (PC) to the N30, see the appropriate application note:

- *Direct Connect and Dial-Up on Windows® 98 Application Note (LIT-6893350)*
- *Direct Connect and Dial-Up on Windows NT® Application Note (LIT-6893400)*
- *Direct Connect and Dial-Up on Windows 2000 Application Note (LIT-6893450)*

If connecting to the N30 through an Ethernet Local Area Network (LAN), also see the *N30 Supervisory Controller Networking Technical Bulletin (LIT-6891300*).

Logging On to an N30

To log on to an N30:

1. Start your VT100 Emulator or turn on your VT100.
2. Press Enter when the N30 name appears at the top of the screen. The Login screen appears (Figure 3-3).

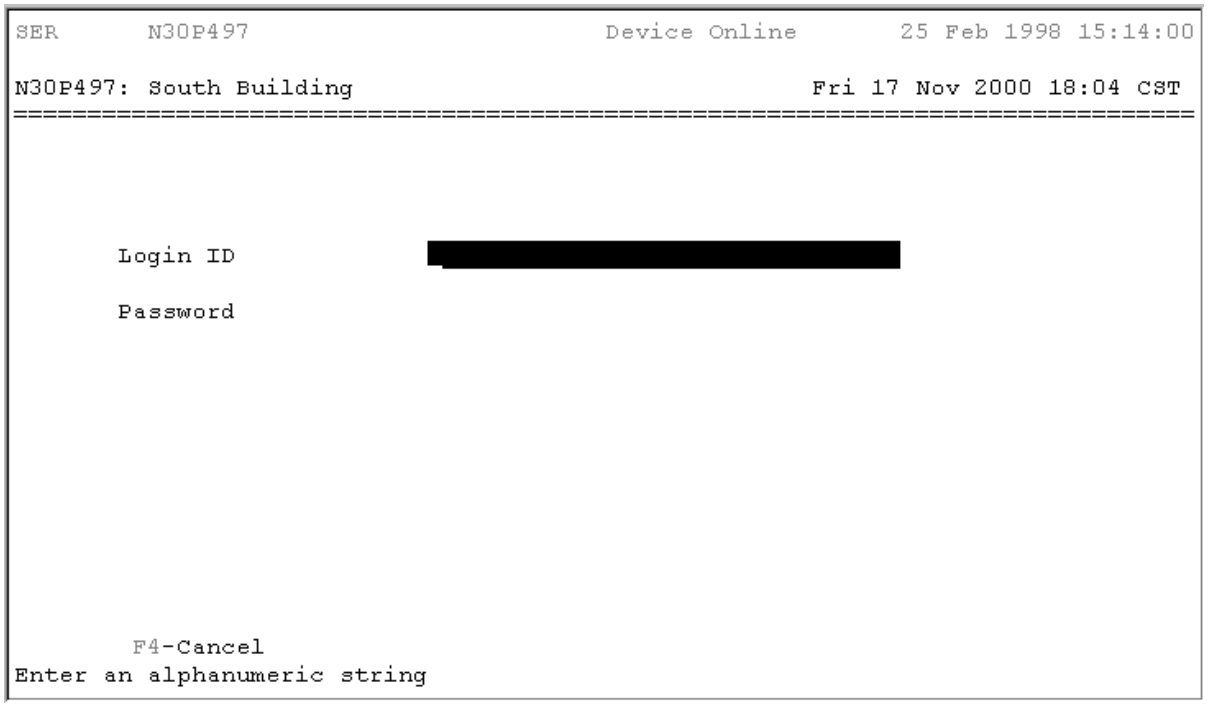
SER N30P497 Device Online 25 Feb 1998 15:14:00
N30P497: South Building Fri 17 Nov 2000 18:04 CST
Login ID
Password
F4-Cancel
Enter an alphanumeric string

Figure 3-3: N30 Login Screen in a VT100

3. Type your Login ID and press Enter.

4. Type your password and press Enter. The Main N30 screen appears (Figure 3-4).

Notes: The default Login ID is ADMIN.

The default password is 2468.

The password is case sensitive.

We strongly recommend that the site administrator change the default password immediately and create Operator objects for editing the site.

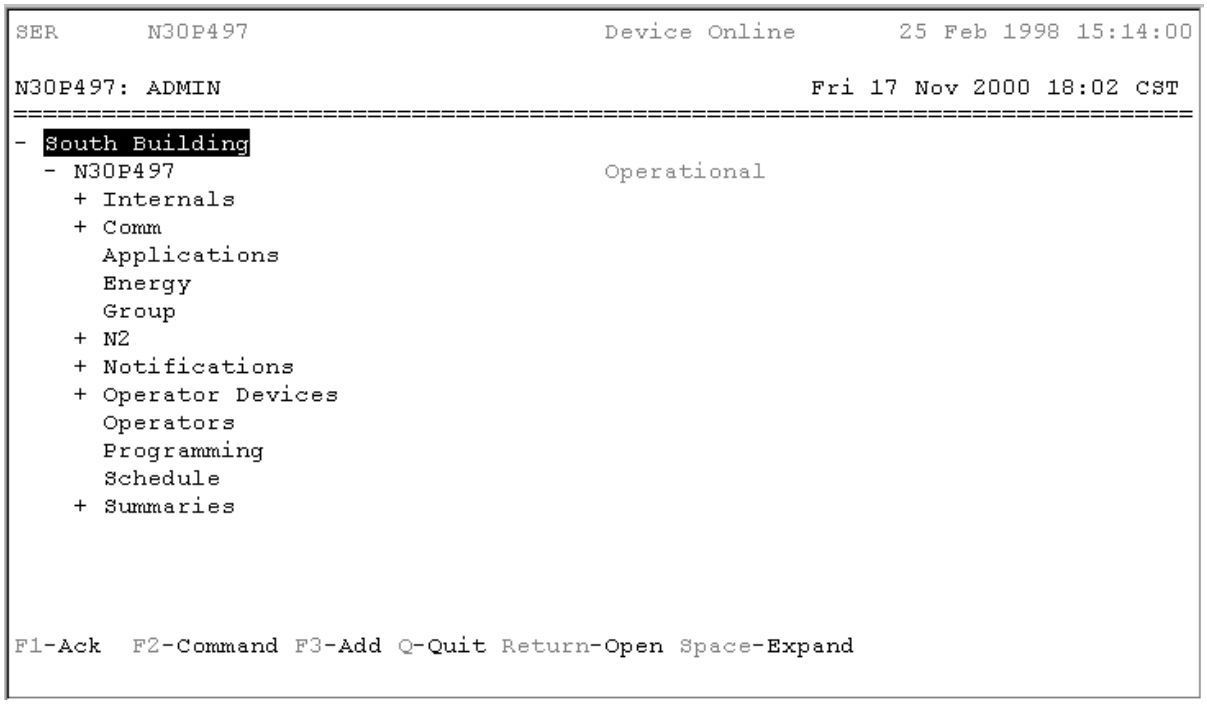

Figure 3-4: N30 Main Screen After Logging In

Checking the Firmware Version Level of an N30

To check the firmware version number of an N30:

Note: These steps are performed using a VT100 Terminal or VT100 Terminal Emulator on a PC.

1. Browse to and highlight the N30 you want to check (for example, B7F3N01 in Figure 3-5).

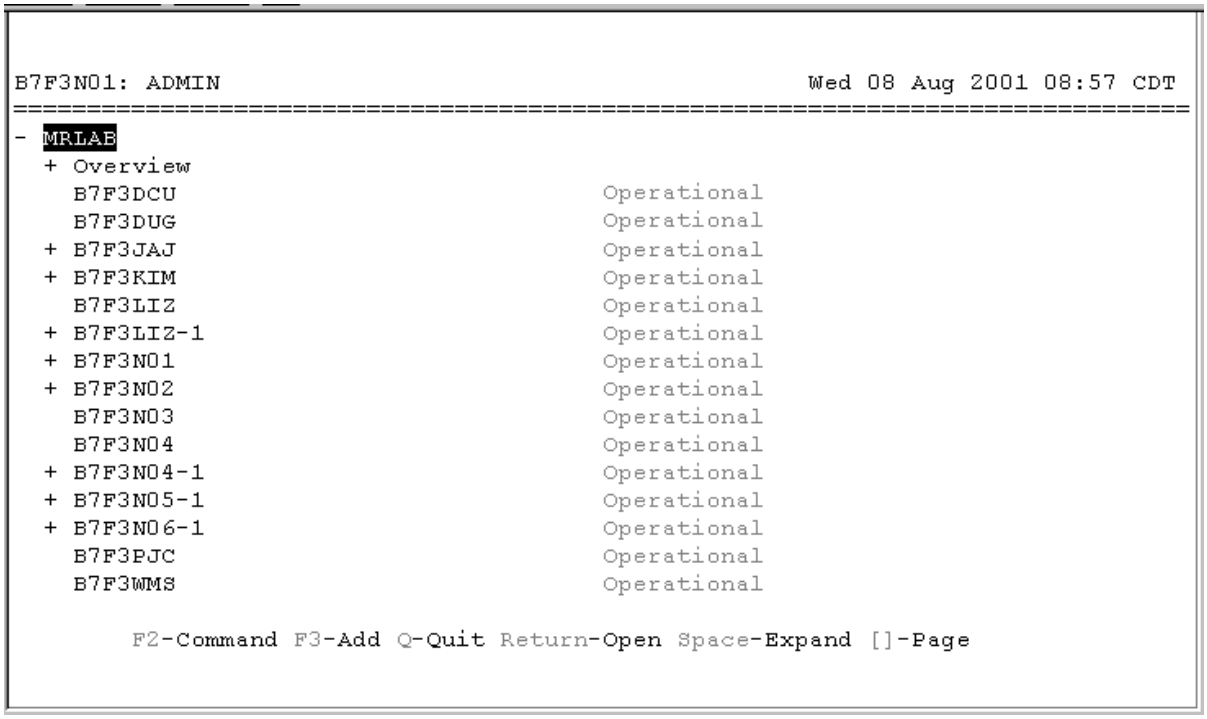

Figure 3-5: N30 Screen after Logging in Through VT100 Terminal

2. Press Enter. The local attributes screen appears (Figure 3-6). The Firmware Version level is on the right side under Engineering Values.

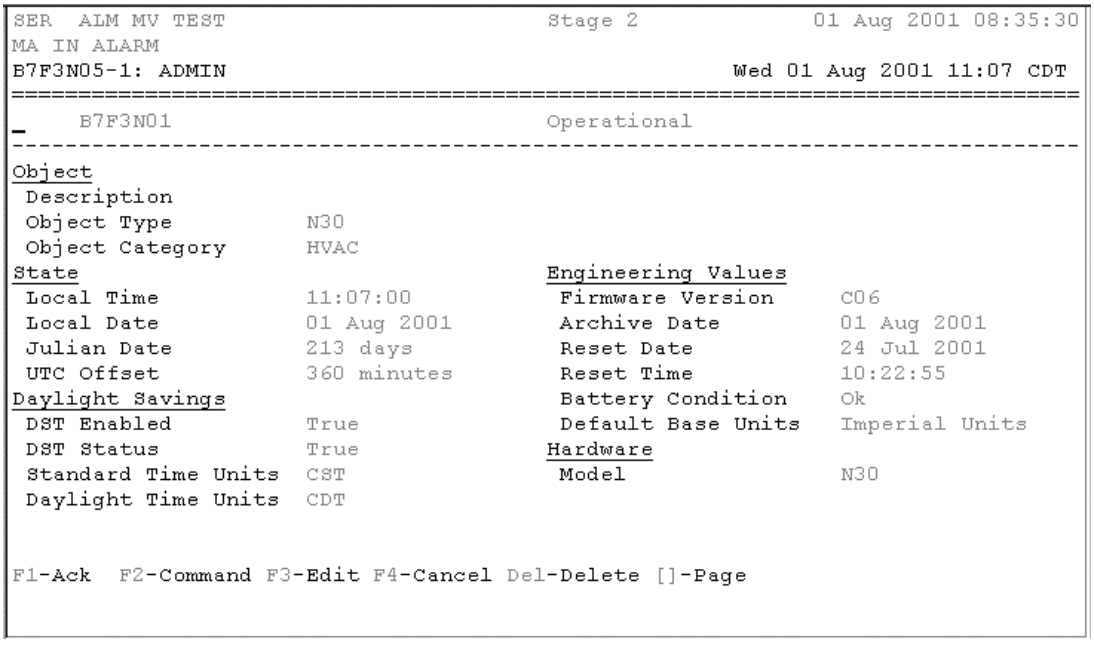

Figure 3-6: N30 Local Attributes Screen

Setting the Date and Time

Note: The date and time defined for a site can be changed from any of the configured N30 devices. When date or time is changed at one N30 device, the change is automatically sent to all other N30 devices on the site. N30s automatically synchronize their time just after midnight at 12:01 A.M. (00:01).

To set the date and time:

1. Browse to and highlight the desired N30 using the arrow keys (for example, N30P497).
2. Press the F2 (Command) key. The Command field appears.
3. Use the Spacebar or the Backspace key to cycle through the list until the Set Time or Set Date command appears.
4. Use the arrow keys or Tab key to highlight the Value field.
5. Edit the value as necessary, using the number keys to set the numbers and the Spacebar to scroll through the months.
6. Press Enter.

Editing the Attributes of an N30

To edit the attributes of the N30:

1. Browse to and highlight the desired N30 using the arrow keys.
2. Press Enter to open the object (Figure 3-7).

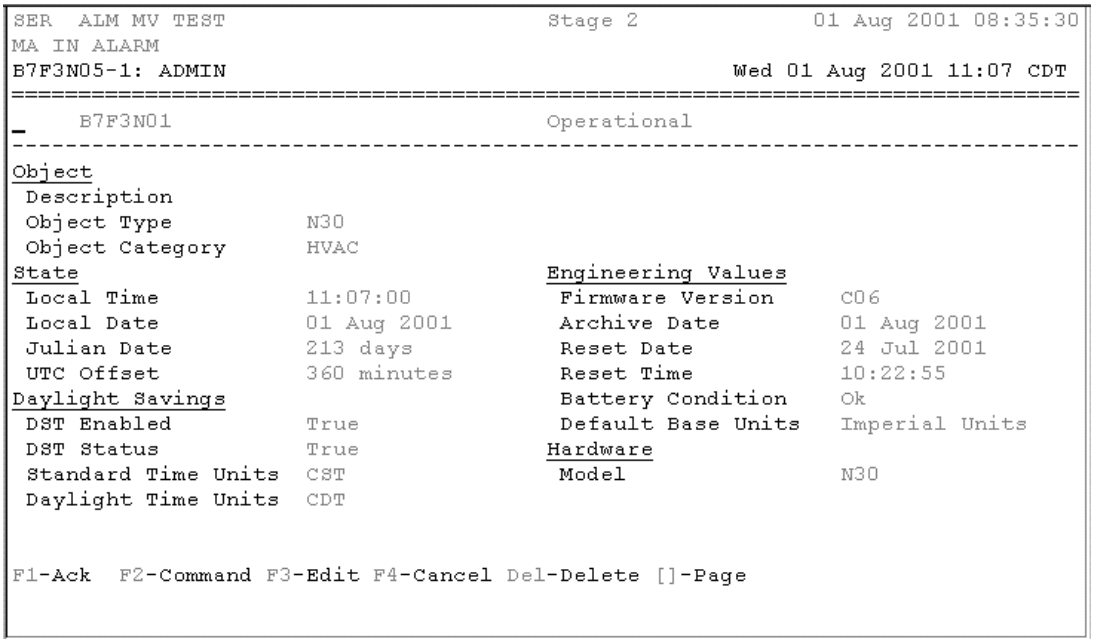

Figure 3-7: Open N30 Device Object

Note: When an object is opened, an object information line appears beneath the alarm/site information display area. The information that appears, from left to right, includes: object name (B7F3N01), present value, and object status (Operational). Figure 3-7 only shows object name and object status as an N30 Device object does not have a present value.

3. Press the F3 (Edit) key. The first of two N30 Device object attribute screens appears (Figure 3-8).

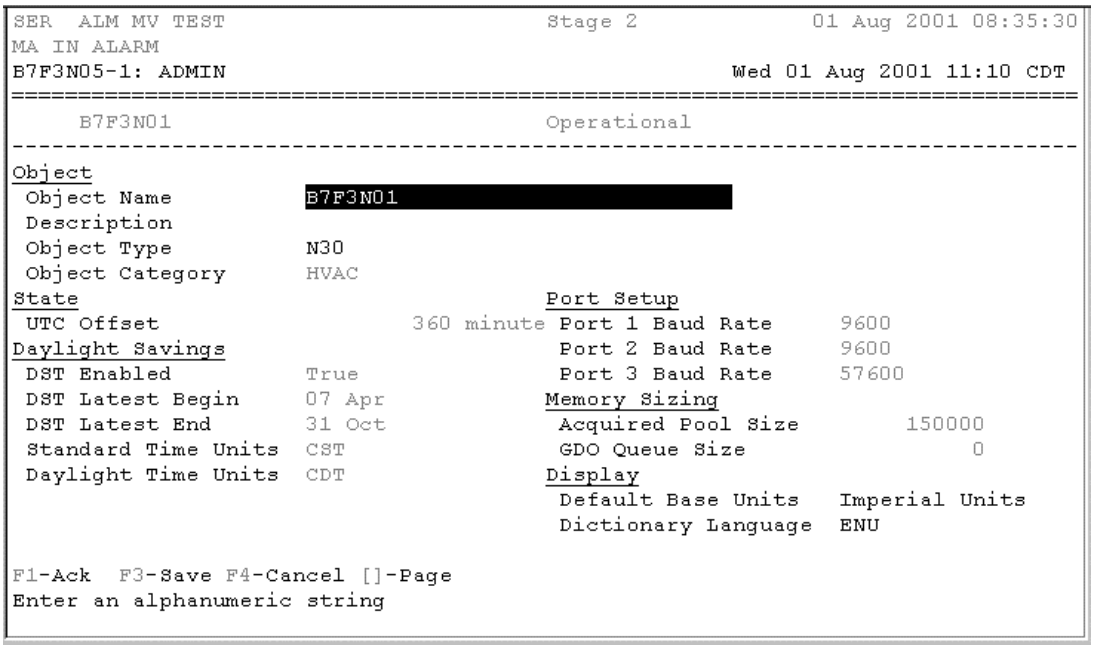

Figure 3-8: N30 Device Object Attribute Screen

4. Use the arrow keys to move the cursor to the field that you want to edit. The] and [keys are used to see additional pages of attributes.
5. Edit the values. The acceptable values for each field are described in the User Assistance line at the bottom of the screen. For more information about the attributes of the N30 Device object, refer to the *N30 Device (LIT-694610)* object chapter of the *Object Dictionary*.
6. Press the F3 (Save) key to save changes or the F4 (Cancel) key to cancel the changes.

Browsing an N30 Database with a VT100

This example illustrates how to browse an N30 database in a VT100 by describing how to view the attributes of an N2 Analog Output (AO) object.

To browse an N30 database:

1. Browse to and highlight the desired N30 using the arrow keys.
2. Press the Spacebar to expand the list of containers (Figure 3-9).

Note: The content of the list depends on the database. The examples in this chapter use the containers of the default N30 database. The default N30 database is downloaded using Project Builder.

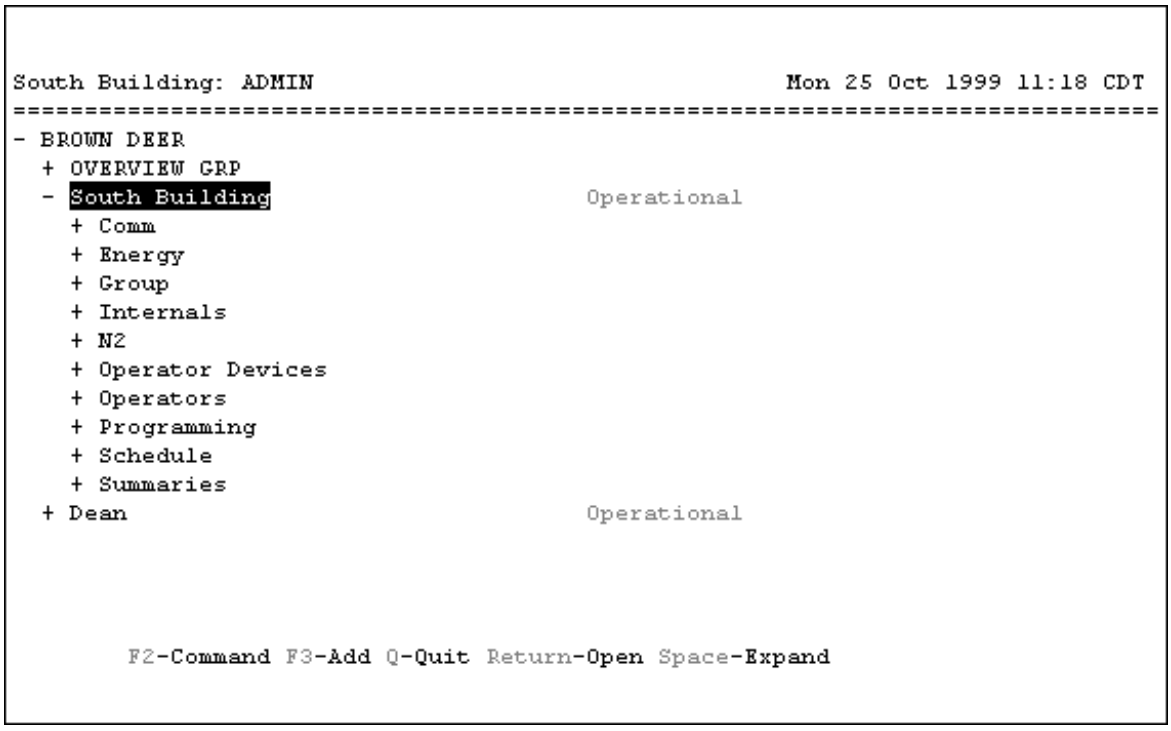

Figure 3-9: Expanded N30 Container List

3. Select the N2 container.
4. Press the Spacebar to expand the list of objects.
5. Use the arrow key to highlight the Controller object where the N2 object is located. In this example, it is UNT {1}.
6. Press the Spacebar to expand the list of N2 objects in the UNT Controller object (Figure 3-10).

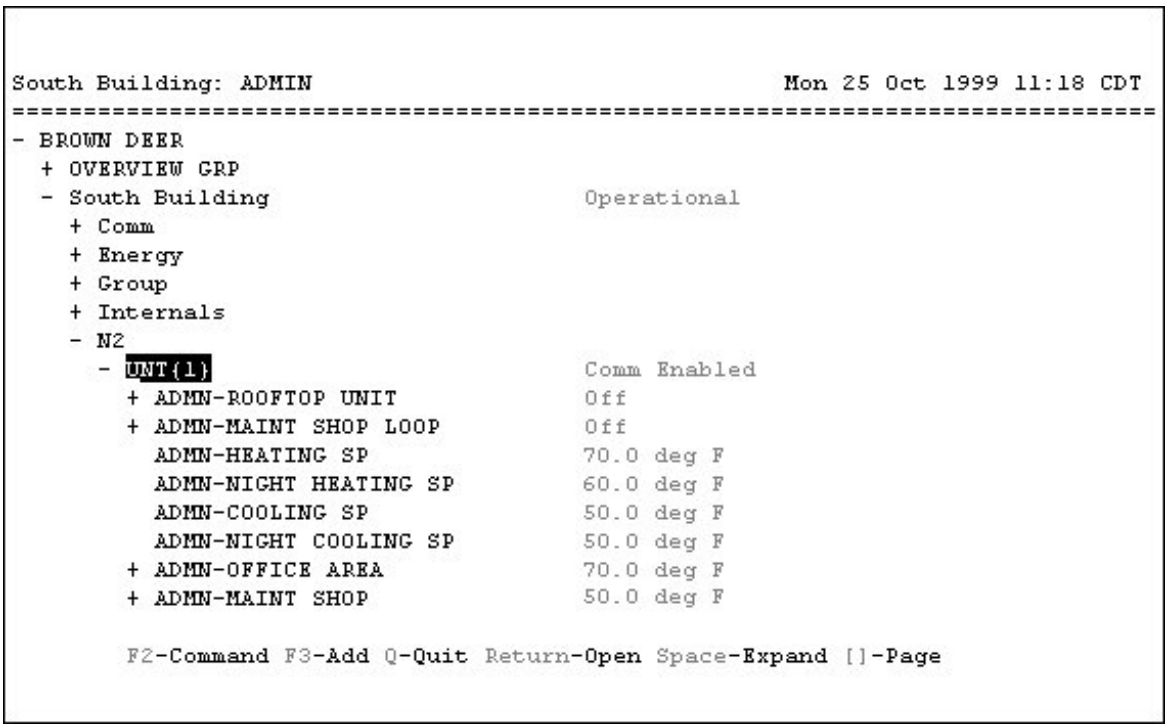

Figure 3-10: Expanded List of Objects in the UNT

7. Use the arrow keys to highlight the N2 AO object. In this example, we want to see the attributes of the Heating Setpoint (`ADMN - HEATING SP`).
8. Press the Enter key to open the object (Figure 3-11).

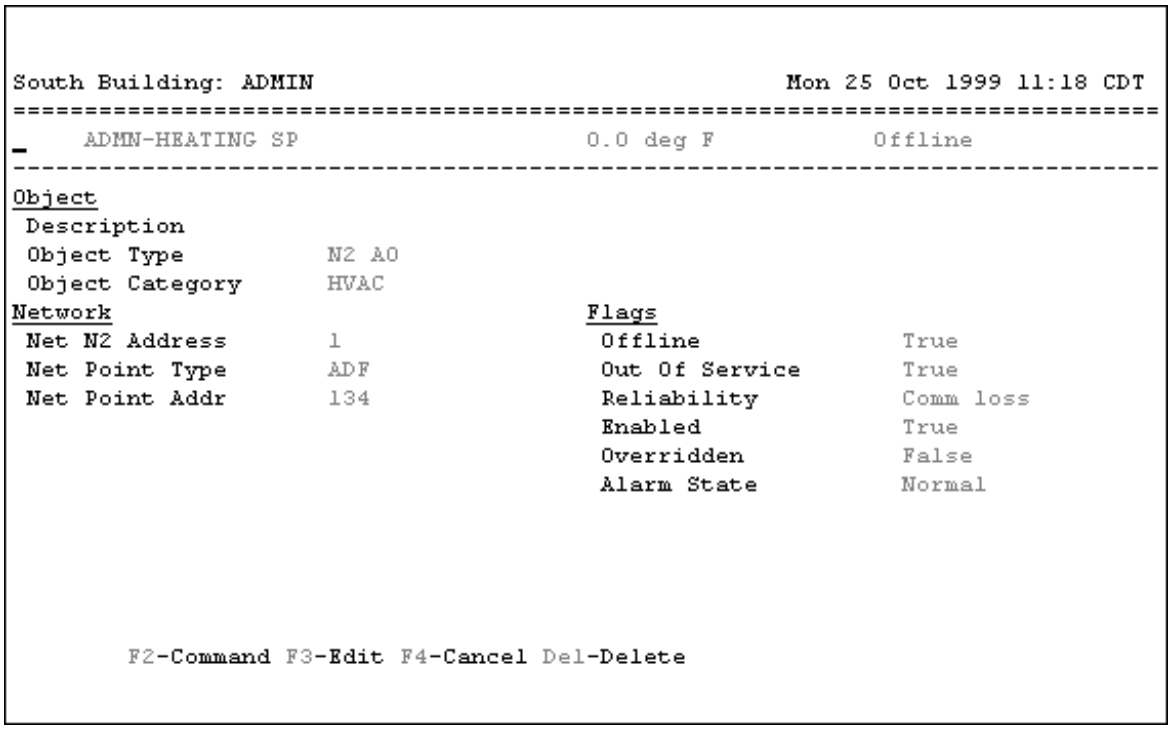

Figure 3-11: Open N2 AO Object

Adding Objects with a VT100

Notes: This section describes how to add objects using a VT100. Adding objects using Project Builder software is simply a matter of dragging the desired objects from the N30 library to the appropriate container in your database, defining their attributes, and downloading to the N30. See the *Project Builder User's Guide* for more details.

Most objects require that certain attributes be defined for them to be valid. Refer to the *Object Dictionary* for details.

To add objects with a VT100:

1. Browse to and highlight an N30.
2. Press the Spacebar to expand the list of object containers (Figure 3-9).
3. Browse to and highlight the container or object where you want to add an object (for example, the UNT in Figure 3-10). See Table 3-1 for a list of the objects that can be added to each container type.
4. Press the F3 (Add) key. A list of objects that can be added at that point appears (Figure 3-12).

Note: The Add Objects list changes according to what is selected when the F3 (Add) key is pressed (see Table 3-1).

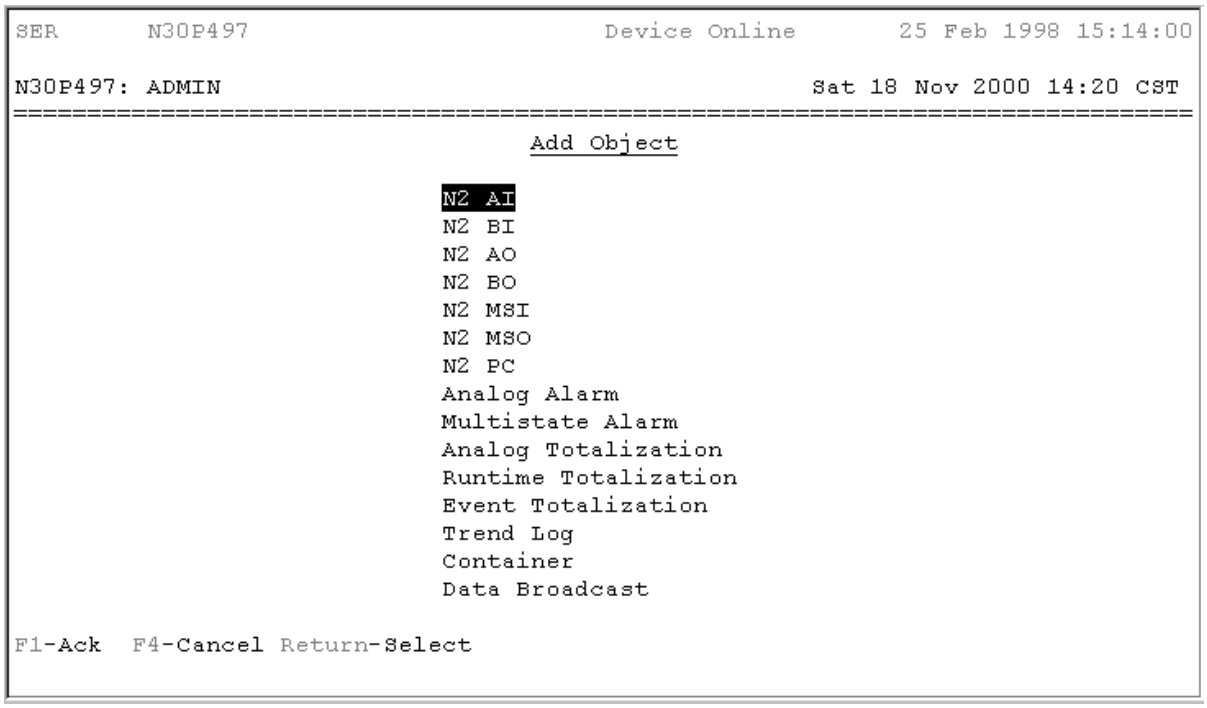

Figure 3-12: Add Object Screen

5. Select the type of object to add.
6. Press Enter. The attribute screen for the selected object appears.
7. Fill in the fields using the information in the *Object Dictionary* or the appropriate chapter in this manual. Point mapping information is in the *N30 Supervisory Controller Point Mapping Technical Bulletin (LIT-6891400)*.
8. Press the F3 (Save) key.

Editing Objects with a VT100

Note: Editing objects using the VT100 requires browsing to the object, opening the object, and modifying the attributes as desired. Editing objects using Project Builder software is similar in that the object must be browsed to and opened to modify it. However, in Project Builder, objects are edited in the M-View interface, allowing standard windows features such as drop-down lists. Use Project Builder to perform major editing of the database because Project Builder saves the changes for future downloads. For more information, see the *Working with Objects and the M-View Screen (LIT-693230)* chapter in the *Project Builder User's Guide*.

To edit objects:

1. Browse to and highlight an object.
2. Press Enter to open the object.

Note: Additional attributes appear after an object is created. For complete lists of attributes for each object, refer to the *Object Dictionary.*

3. Press the F3 (Edit) key. The attribute screen for that object appears (Figure 3-13).
4. Use the arrow keys to move the cursor to a field and edit as desired. The User Assistance lines at the bottom of the screen provide help on the range of values or types of information that can be entered in the selected field. For example, in Figure 3-13, with the Change-of-Value (COV) Increment field selected, the User Assistance line shows that the number entered must be greater than or equal to 0 to be valid for that field.
5. If an attribute shows a number of items rather than a value (for example, `[7] Items`), move the cursor to the field, then press the Enter key to open the list. The number in brackets indicates the number of items that may be edited when that field is opened.

Note: After editing the items, press the F4 (Back) key to return to the previous screen.

6. Press the F3 (Save) key.

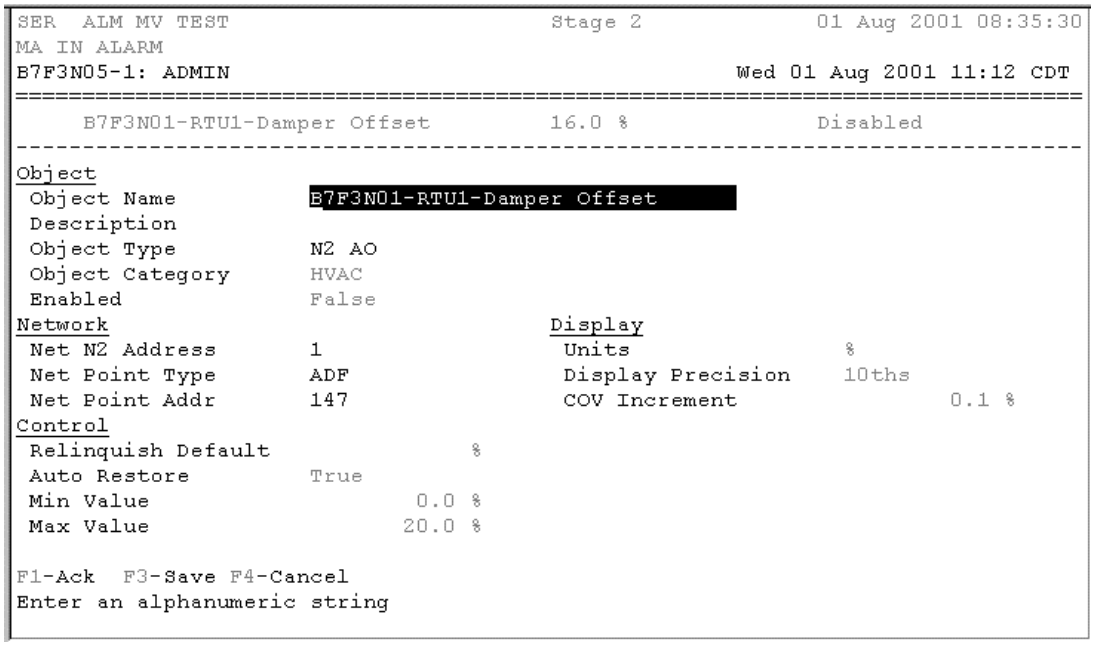

Figure 3-13: N2 AO Object Attribute Screen

Commanding Objects

To command objects, the N30 device with the objects you are commanding must be online. Therefore, you can command objects using a VT100 or an M-Series Workstation, but not while using an offline tool such as Project Builder.

To command objects:

1. Browse to and highlight an object.
2. Press the F2 (Command) key. The Command field appears (Figure 3-14).

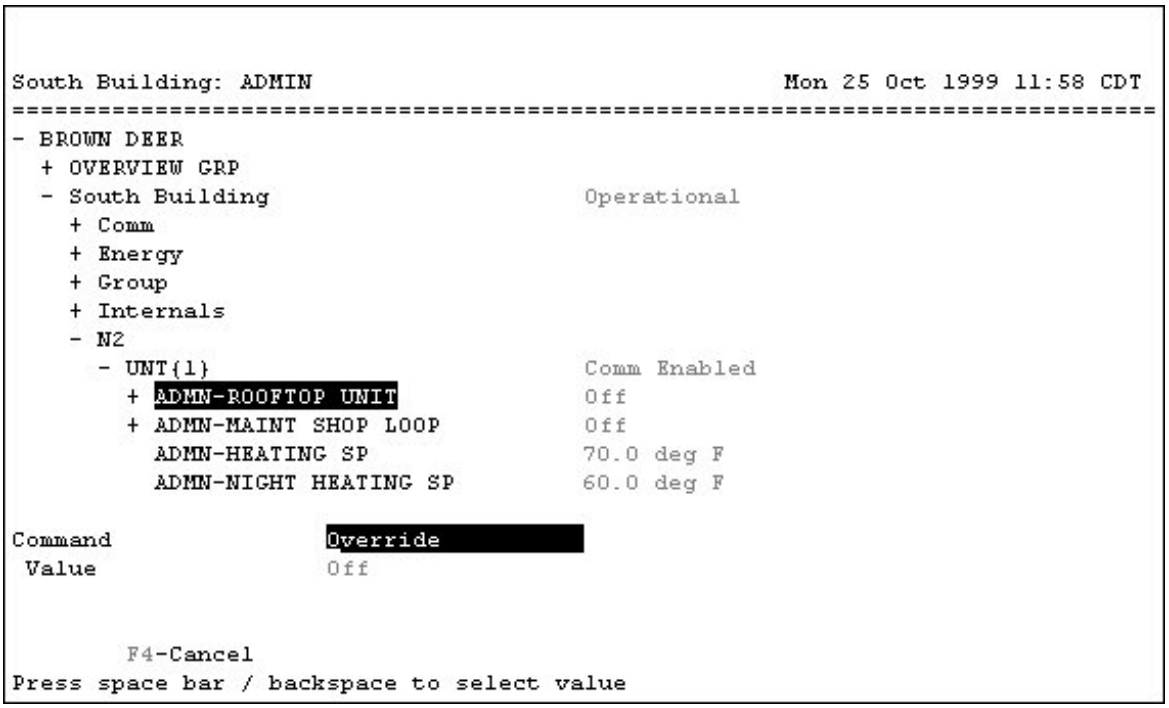

Figure 3-14: Command Field

3. Use the Spacebar and the Backspace key to cycle through the list until the desired command appears. In this example, the Override command is available for the Rooftop Unit N2 Binary Output object.
4. If the desired command appears with additional parameters below it, press the Tab key to highlight the field, and either type in the necessary information or use the Spacebar and Backspace key to cycle through the list of options.
5. Press Enter.

Displaying a Summary

To display a summary:

1. Browse to and highlight the Summary container.
2. Press the Spacebar to expand the list of Summaries.
3. Highlight a Summary.
4. Press the F2 (Command) key.
5. Use the Spacebar and Backspace keys to cycle through the list until the Display command appears (Figure 3-15).

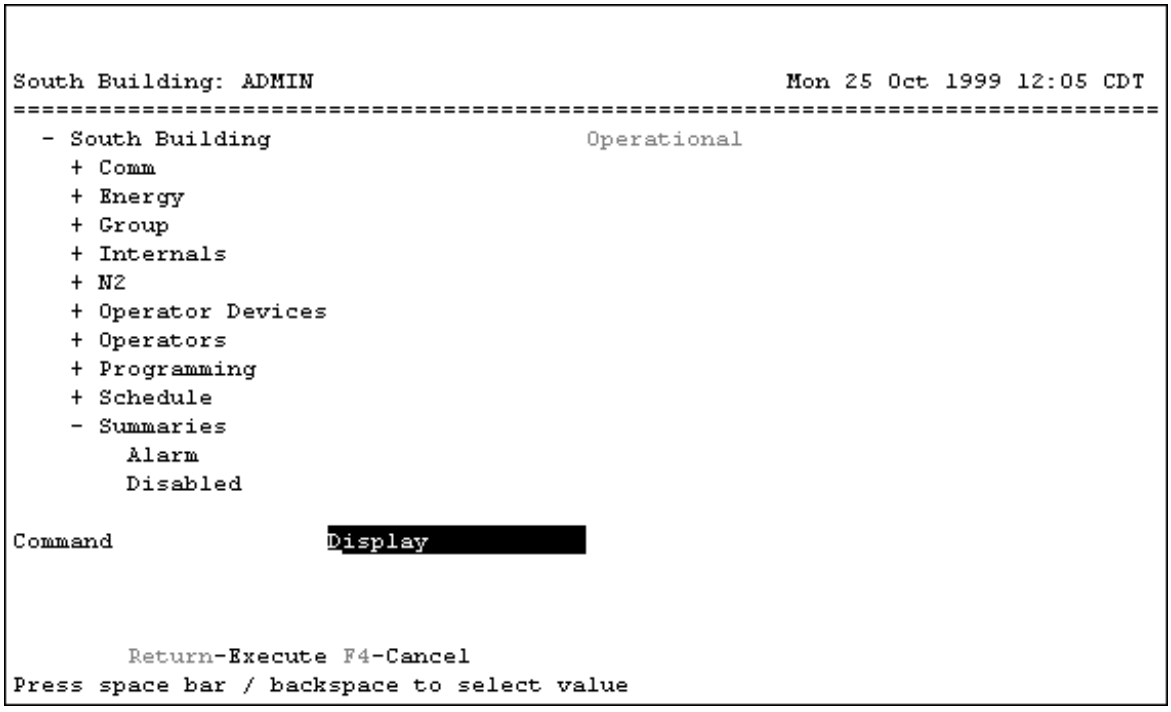

Figure 3-15: Summary Command Screen

6. Press Enter. The Summary Display screen appears (Figure 3-16).

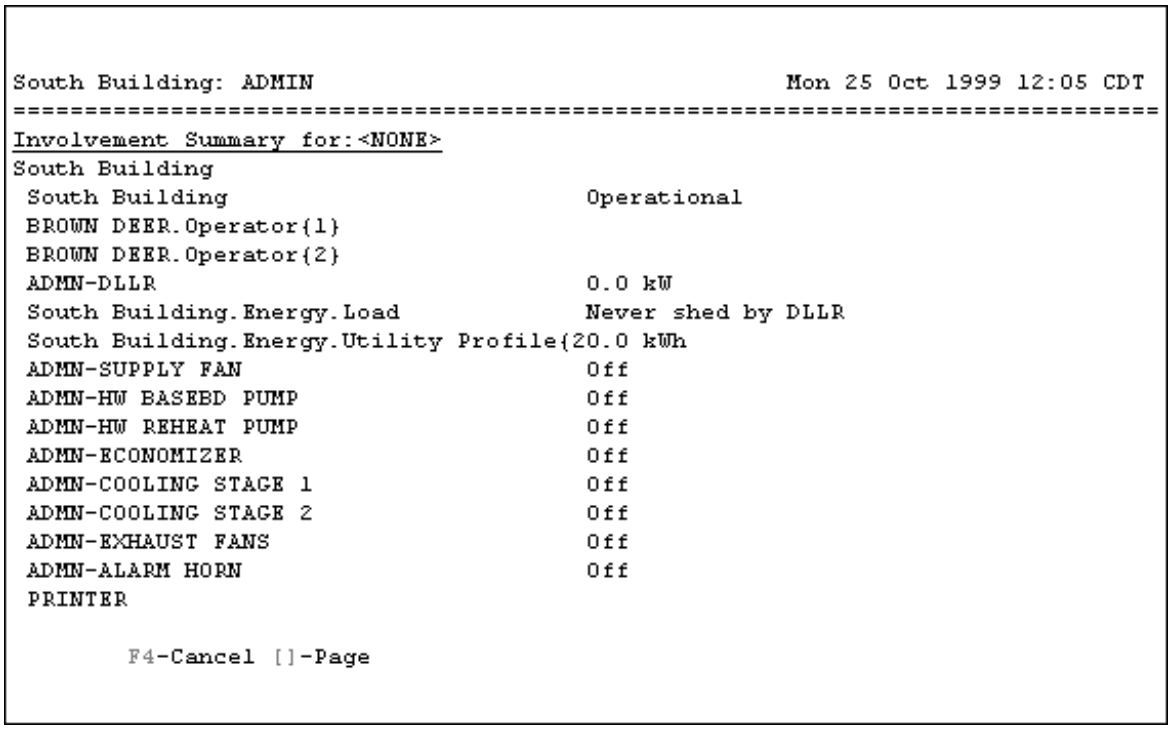

Figure 3-16: Summary Display Screen

Printing a Summary

To print a summary:

1. Browse to and highlight the Summary container.
2. Press the Spacebar to expand the list of Summaries.
3. Highlight a Summary.
4. Press the F2 (Command) key.
5. Use the Spacebar and Backspace keys to cycle through the list until Print appears (Figure 3-17).
6. Use the arrow keys or Tab key to highlight the Destination field.
7. Use the Spacebar and Backspace keys to cycle through the list until the desired printer appears.
8. Press Enter.

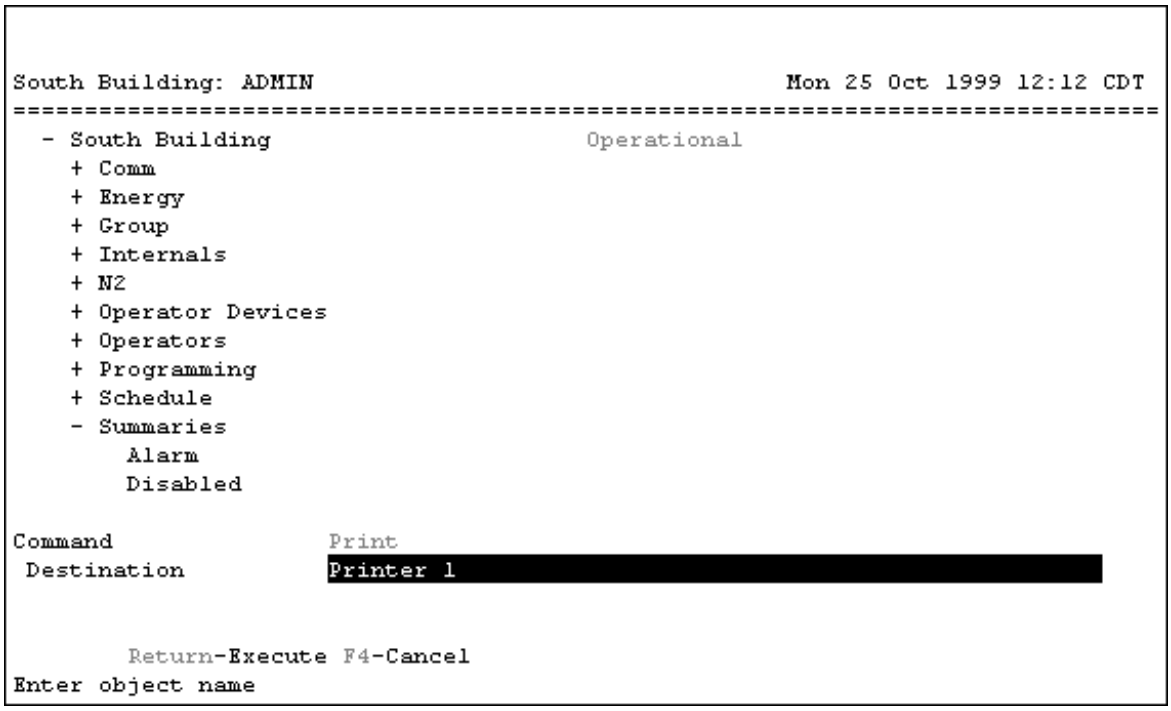

Figure 3-17: Print Summary Command

Changing an IP Address

Notes: Before performing the following steps, have the necessary IP Addresses available. If you do not know the IP Addresses, check with your system administrator.

If the network uses Bootstrap Protocol (BOOTP), you can allow the N30 to obtain its own IP address by setting its BOOTP Enabled attribute to true and by configuring the BOOTP server to assign an IP address. See the *N30 Device (LIT-694610)* chapter in the *Object Dictionary* and the *N30 Supervisory Controller Networking Technical Bulletin (LIT-6891300)* for more information.

To change an IP address using a VT100:

1. Browse to and highlight an N30.
2. Press Enter to open the N30 Device object. Figure 3-7 shows the N30 Device object named South Building after it has been opened.
3. Press the F3 (Edit) key. The first of two N30 Device object attribute screens appears (Figure 3-8).
4. Use the arrow keys to move the cursor to IP Address.
5. Press Enter. The IP Address list appears (Figure 3-18).

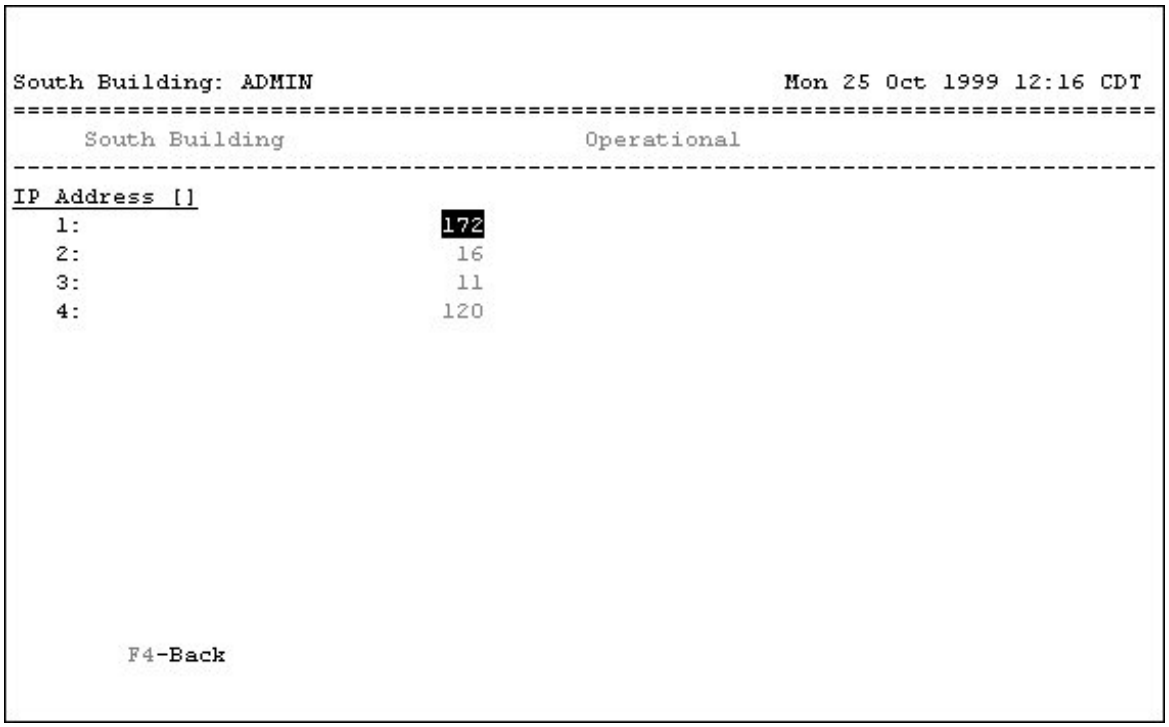

Figure 3-18: N30 IP Address List

6. Type in the address for your network in the four fields.
7. Press the F4 (Back) key.
8. Repeat steps 5 through 7 for the IP Mask and IP Router addresses.
9. Press the F3 (Save) key.
10. Press any key to continue.
11. Press the F4 (Cancel) key to return to the container hierarchy.

Note: The status field for the device should now show `Reset Needed` (Figure 3-19). The South Building N30 Device object has just had its IP address changed.

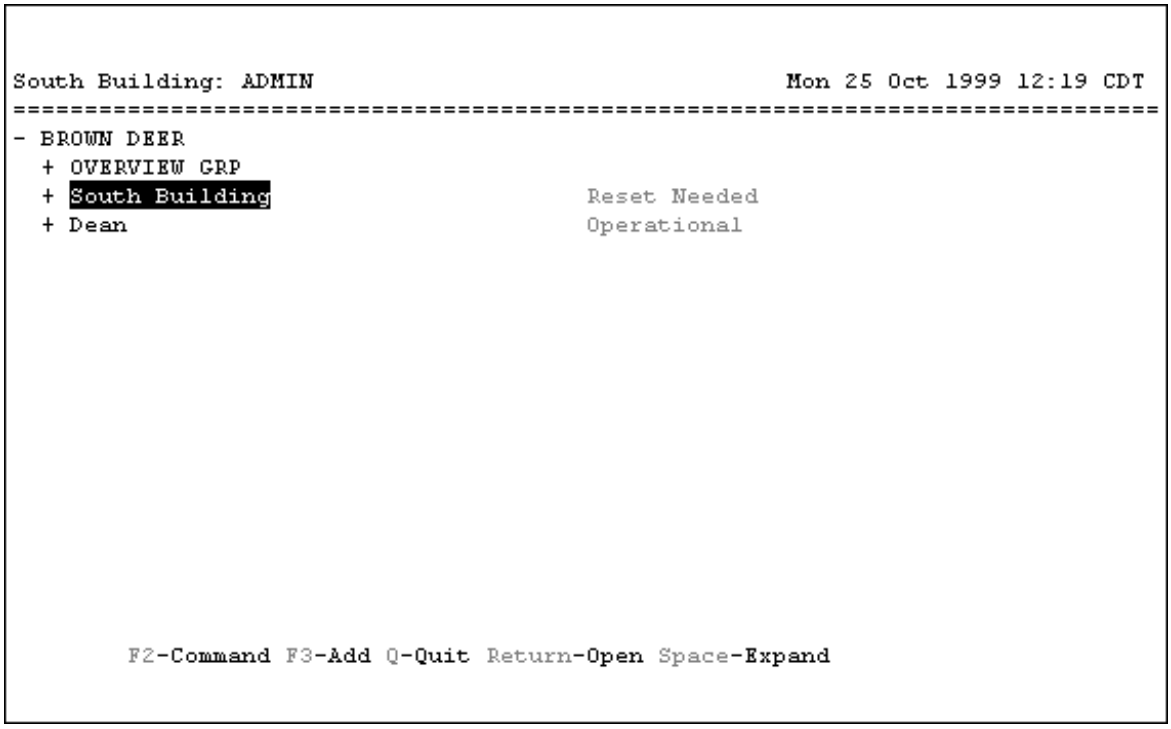

Figure 3-19: N30 Requiring Reset

12. Press Q to quit the N30.
13. Warm start the N30 to reset.

Rebinding a Site

To rebind a site:

1. Browse to and highlight an N30.
2. Press Enter to open the N30 Device object.
3. Press the F2 (Command) key.
4. Use the Spacebar and Backspace key to cycle through the list until Rebind Site appears.
5. Press Enter.

Changing Device Names

To change device names for the N30s:

1. Browse to and highlight an N30.
2. Press the Enter key to open the N30 Device Object.
3. Press the F3 (Edit) key.
4. Use the arrow keys or Tab key to highlight the Name field.
5. Type in the new device name.
6. Press the F3 (Save) key.
7. Press any key to continue.

Archiving the Current Database

Note: The N30 automatically archives the memory database to Flash memory just after midnight at 12:02 A.M. (00:02) and after a download. The Archive command is provided for special circumstances and should not be used regularly.

To archive the current database in an N30 to Flash memory:

1. After logging in, browse to and highlight an N30.
2. Press the F2 (Command) key. The Command field appears.
3. Use the Spacebar and Backspace key to cycle through the list until Archive appears.
4. Press Enter.

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